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(54) **GENERATION OF A THREE-DIMENSIONAL REPRESENTATION OF A USER**

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(57) **ABSTRACT**

Described herein are technologies pertaining to generating a relatively accurate virtual three-dimensional model of a head/face of a user. Depth frames are received from a depth sensor and color frames are received from a camera, wherein such frames capture a head of a user. Based upon the depth frames and the color frames, the three-dimensional model of the head of the user is generated.